

DR. FACILIER  
VILLAIN GUIDE



# Dr. Facilier's Objective

Control the Talisman  
and successfully rule New Orleans.

Dr. Facilier is unique because during the game, you and your opponents will put cards into a Fortune pile. When you play The Cards Will Tell, cards will be revealed from the Fortune pile, and you will receive the rewards or consequences of those cards.

To achieve Dr. Facilier's Objective, you must reveal the card Rule New Orleans from the Fortune pile. However, you also must control the Talisman.

**Important:** To win, the Talisman must be on your side of the Board.



# Fortune Pile

Dr. Facilier has a Fortune pile that is separate from his decks and discard piles. You need to play Rule New Orleans in order to put it into the Fortune pile before you can win. You can also play Friends on the Other Side to add it to the pile and gain Power. However, you want to keep your Fortune pile small, to give yourself a better chance of ruling New Orleans. Your opponents will be adding other, less helpful cards to the Fortune pile. Use Desperation and Illusion Powder to remove cards from the Fortune pile.

Keep the Fortune pile face up below your Board. The cards in the Fortune pile are public information.

**Note:** Cards are only put into or removed from the Fortune pile if a card Ability specifically instructs you to do so.



# Fortune Abilities

Some cards in Dr. Facilier's deck have Fortune Abilities. These Abilities are ignored when the cards are played, and are only resolved when revealed from the Fortune pile by playing The Cards Will Tell.



**Note:** Cards without Fortune Abilities may still be put into the Fortune pile. When revealed, they are discarded without any effect.

## The Cards Will Tell

When you play The Cards Will Tell, shuffle the cards in the Fortune pile face down, fan them out, and have an opponent reveal three at random. Resolve all Fortune Abilities on the revealed cards, in the order of your choice.

**Note:** You may still play The Cards Will Tell if there are fewer than three cards in the Fortune pile. Reveal and resolve them all.



# Pay Back Your Debt



All the spirits are Allies, and may be moved and used to defeat Heroes as normal. However, when an opponent adds cards to the Fortune pile, they may convince the spirits to turn against you and collect on your debt.

When Shadow Spirits are revealed from the Fortune pile, they force you to lose two Power.

When Masked Spirits are revealed from the Fortune pile, they stop you from resolving the Fortune Abilities of other cards, including Shadow Spirits and Rule New Orleans. All Masked Spirits that were revealed are discarded, even if there's more than one, and all other revealed cards are returned to the Fortune pile without being resolved. In addition, Masked Spirits are unique because they are considered both an Ally and an Item.

# Control the Talisman

To win the game, you must have the Talisman under your control when Rule New Orleans' Fortune Ability is resolved. It can be difficult to keep control of the Talisman, so you'll need to strategize the best time to play it.

If you have the Talisman when a Hero with a Strength of 3 or less is played, that Hero steals it from you. Move the Talisman to the top of the Board and attach it to the Hero. When that Hero is defeated, the Talisman is returned to your side of the Board at the location the Hero was defeated.

**Note:** If a Hero already has the Talisman when a new Hero is played, the Talisman does not move. It remains with the Hero it is attached to.

